



Foro 5v5 League Information

REGISTRATION

It is imperative that every single player on the team, or anyone who plans on playing, creates a free Dash account. Dash is the system we use to build rosters, schedule games and send reminders, and ensure that we have waivers on file for everybody. To create this free account, head to <https://www.forosportsclub.com/login>. Additional instructions regarding account creation are available upon request.

This online account will allow individuals to create and join teams, check their schedules, and make payments online. We recommend that the captain go in and create their teams before anyone else on their roster, as there must be a captain/manager in the system in order to accept requests to join the team. If you are having trouble with this process, let a staff member know and we can get people added to their rosters as well.

The last step of the process is obtaining player cards. Come early to your first game, stop by the office, and we can take your picture and print your player card on the spot.

All players should 1) be added to the roster and 2) hold **non-expired** Foro league cards - prior to kick off.

5V5 FEES AND PAYMENT POLICIES

The standard fees for Foro's 5v5 leagues are as follows:

- \$630 team registration fee + ref fee is included
 - o \$150 deposit must be paid prior to kick off the first game
- \$15 per person player card (this lasts one year from date of purchase; valid for all Foro leagues)

TEAMS MUST BE COMPLETELY PAID UP BY THE THIRD GAME OF THE SEASON, OR THEY WILL NOT BE ALLOWED TO PLAY.

Additional incentives/penalties are as follows:

- \$50 early bird discount for teams that pay prior to first game
- \$50 late fee if not paid up by third game
- Schedule changes must be submitted prior to the first game, otherwise it is a \$25 fee



- Schedule changes are subject to approval by the opposing team
- \$25 litter fee, after first warning
- \$50 red card fine

There are no refunds for forfeits or missed games.

FORO 5V5 LEAGUE RULES

Duration: 2 x 22 min halves, with a 2 min halftime

Team Management:

- All players must wear the same color shirt, if conflict with color, **home team must change**
 - Teams can rent pinnies for \$25 if necessary
- All players must wear shin guards and socks that cover them
- No jewelry can be worn during the game
- All players must have a **current** Foro League Card
- All players must be on the roster to play
 - Rosters freeze after the 3rd game
- Maximum 5v5 roster size is 12 people
- All teams are responsible for picking up their trash
 - 1st offense results in a warning
 - 2nd offense results in a \$25 fine
- Only rostered players are allowed on the bench
 - Spectators must remain on the sideline
- Teams must provide their own soccer ball
- Game preferences need to be submitted to league manager prior to the first game. They will be considered but not guaranteed

Rules:

- All decisions made by the referee are final
- **ZERO TOLARANCE FOR Fighting or aggressive conduct** may result in a red card, expulsion, and/or a fine.
- Running clock; after 5 minutes, if a team is not ready to play, the opposing squad will receive 1 goal, if opposing team not ready to play after 10 minutes, game will be a forfeit.
- Substitutions are “on the fly”
- Out of bounds results in kick ins, no throw ins



- Step off space for kicks is 3 yards
- Every kick is an indirect kick with the exceptions of Penalty Kicks
 - PKs are taken 3 yards outside the box
 - No rebounds, the result is either a goal or a goal kick
- No slide tackling (except for the goalie within their own box)
- No punts
- Keepers can throw the ball into the other goal to score
- Players/Coaches who receive a red card MUST leave the facility immediately before the game will continue
 - If a player receives a red card, the team does NOT play down a player
 - A player receiving a red card will be required to pay a \$50 fine
- Foul accumulation- For every 7 team fouls, the opposing team will get a PK
 - Foul accumulation does not reset at halftime
- Point System
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
 - If the game is forfeited, opposing team will receive 3 points for a 3-0 win
 - If point system results in a tie at the end of the season, we will determine placement by the goal differential, head-to-head games and then coin flip

Playoffs

- For leagues of 4 teams, the top 2 teams will play each other for the championship, and the bottom two will play a third place game
- For leagues of at least 6 teams, the following rules apply
 - Semi-finals and Finals are 2 regular halves; both games played on the same day. If tied
 - If teams are tied at the end of a championship game, go straight to PKs. NO GOLDEN GOAL or overtime.
 - Only players in field can shoot PKs.

Weather/Cancellations

Games will only be cancelled if the temperature is below 32 degrees Fahrenheit during winter and above 95 degrees Fahrenheit during summer. Any games that need to be made up can be done so one of two ways, pending agreement between both teams:



- 1.) They can be played on a different day of the week
- 2.) They can be played as a double header during an existing league night

The league will not be extended to account for make ups.

Please sign below:

Team Manager/Captain _____

Date _____